

Introduction

Mythology is the heart of Storytelling.

From Ancient myths to localised folk tales, when a modern narrative influences itself from mythology, it creates a story with depth and certainty as the cultural influence can create a familiar yet unique experience through the exploration of human nature and our strengths and flaws.

Ancient Mythology has significantly inspired archetypes and story structures, Joseph Campbell's research on comparative mythology assisted in shaping works such as 'Harry Potter' and even the esteemed 'Star Wars' giving Greek mythology the title "The source of inspiration for modern storytelling" (Ioannidi, 2024)¹. Commonly the myths in Greek mythology are often deeply rooted in tragic themes, according to Aristotle, Tragedy is considered the highest poetic form as it is a mimesis of serious occurrences, it can cause the audience to witness a deep reflection of their own inner flaws creating a sense of pity and fear for the tragic character which accomplishes a strong catharsis in the story (*Aristotle's concept of Tragedy in poetics: Greek tragedy* 2024)². The Greek Tragedy of Orpheus highlights the lengths one must go for love, and maintaining faith throughout. The message of the Theban King displays the ignorance one has of what's right in front of them. Meanwhile, the tragic tale of Prometheus Bound written by Aeschylus highlights the consequences of tampering with power beyond the scope of humanity in the pursuit of forbidden knowledge. These Greek tragedies mimic the issues we have, but unlike Orpheus and Oedipus, the tragedy of Prometheus can also reflect the contemporary effects of humanity's current collective affairs with the rise of artificial intelligence. The tale emphasises its timeless themes of consequence and hubris which fall in line with Aristotle's concept of mimesis, but on a much broader, more modern scale.

Prometheus can be seen as an archetype in itself, an archetype, blinded by hubris, that goes on a journey in pursuit of forbidden knowledge and meeting the consequences that come with it. It is the Promethean archetype, and after Mary Shelley wrote 'Frankenstein' in 1818, often described as the 'Modern Prometheus', the archetype took shape into the contemporary setting, inspiring works like 'Blade Runner' and 'Ex Machina'. These 2 narratives convey the themes of hubris and consequence through their Promethean figures and environments with their storytelling.

Ex Machina's Promethean figure would be Nathan Bateman and his ambitious quest to defy the laws of nature and create life, which is similar to the other Promethean figure, Eldon Tyrell in Blade Runner. They are both blinded by hubris and the consequence of that mirrors Prometheus' punishment for overreaching.

This dissertation will examine how the tragedy of Prometheus serves as an archetype that conveys themes of hubris and consequence in modern narratives, as shown in Ex Machina

and Blade Runner and then conclude with a comparative analysis.

The Promethean Archetype: Hubris and Consequence

Hubris is the overindulgence of your own pride motivated or blinded by your own arrogance leading to a defiance of authority. It's a quality that both heroes and villains can display, a prime example of a hamartia. In the stories of Greek Mythology, hubris is often referred to as a defiance towards nature or gods rather than just any authority; however, its main definition never changes, it just becomes less broad in terms of authority (Lambert-Slunder, 2017)³.

Hubris is a strength that's gone over its tipping point; there's a line in self-confidence where it becomes vanity and arrogance, shifting the fulfilment of needs to oneself rather than the greater good, according to Aristotle's Rhetoric, it's an entirely selfish act that dishonours the victim, granting pleasure not for valour but to feel or appear superior. It's defined as "a gratuitous insult, motivated by a desire not to achieve any ulterior purpose" (Cairns, 2020)⁴. It's one of the most common tragic flaws of figures in Greek mythology, it's also commonly followed by a consequence of their defiance, like how Icarus drowns after flying too close to the sun or how Prometheus gets bound to eternal suffering for defying Zeus, it leads to the character believing they're too good to fall, turning that ambitious strength into vanity, eventually meeting that ironic fate that they have set up for themselves.

The tale of Prometheus can be seen as an act of heroism other than hubristic, but that's looking at it superficially.

Prometheus was a titan god of fire and guile; his blind love for humanity, though admirable, could be seen as his hubris, and his self-imposed role as mankind's bringer of knowledge and innovation leading to an advancement in science, math, medicine and agriculture, was in defiance of Zeus' explicit orders (Watson, 2021)⁹. Overestimating the value of humanity, his act of delivering the knowledge of fire to humanity was done through his own volition, without thought of consequence for both mortals and gods.

Zeus severely punishes Prometheus for his hubris by bounding him to a rock on top of a mountain, his liver to be pecked through the day, and regenerate through the night. Zeus also punishes mankind with Pandora's box, plaguing humanity with evils and diseases, symbolising the eternal consequences of overreaching ambition.

Bringing enlightenment to humanity, Prometheus also gave them eternal struggle as a

price for his arrogance.

The key themes of the tale of 'Prometheus Bound' are Prometheus' blatant defiance of Zeus' authority and the resulting consequences that it surfaces.

The irony is that the consequences of Prometheus aren't restricted only to himself, they span to mankind and even the gods, as the mortals were made in the image of gods and are capable of being gods themselves. Knowledge that is beyond the grasp of reality can also lead to desire, the root of all suffering.

It's a cautionary tale against arrogance and vanity; the consequences highlight the tragedy of hubris by showing the potential turmoil of human ambition. Nietzsche has a philosophy he calls the "Philosophy of Will to Power" and the "Übermensch", it's a psychological principle that humanity's "essence of life" is the constant drive to overcome limitations and strive for power and domination (Michels, 2004)⁵. Nietzsche's "Übermensch" is an icon who's a master of their fate, a symbol of humanity who is unbound from authority (Cybulska, 2012)⁶, Prometheus fits the description of Nietzsche's "Übermensch" of humanity as this quote from 'Prometheus Bound' by Aeschylus highlights Prometheus' role as the symbol of humanity's 'essence of life',

"At first mindless, I gave them mind and reason.

Not in disparagement of men do I speak.

But to show my gifts were governed by good will.

For seeing, they saw not; hearing, they could not listen.

All their lives they passed like shapes in dreams,

Confused and devoid of purpose. . . .

They acted without knowledge, till I came" (Blavatsky, 2021)⁷.

After giving mankind the gift of fire, Prometheus can be seen as a role to look up to.

Mankind follows in the steps of forbidden knowledge, unbound from the rules set by the gods. By following Nietzsche's philosophy, the timeless message embedded in the myth can directly correlate to mankind creating their own artificial life, disregarding the rules of natural order.

Frankenstein by Mary Shelley published in 1818 was one of the first narratives that took this archetype into the contemporary environment. The work took great inspiration from the figure of Prometheus as the scientist, Victor Frankenstein, attempted to apotheosize himself when creating a living creature to eulogise him as heavenly. This action, according to Shelley violated the sacred, which loosened the monster onto the world, sealing the fate of both Frankenstein and his monster, and drawing a parallel to the story of Zeus and Prometheus, having Zeus embodying the sacred (Peters, 2018)⁸.

With the release of Frankenstein and the global concern of the rise of scientific innovation, modern narratives have used the tale of Prometheus typically as an inspiration for the concern, producing dystopian movies like 'I, Robot', 'The Matrix' Trilogy and even 'Jurassic

Park'. These movies tell the story of how man should not play God, highlighting the consequences of this unchecked innovation. The Promethean archetype has shaped and inspired narrative works that mirror modern anxieties about technology, ethics and limits. It serves as that aspect of 'mimesis', mimicking real global concerns to add depth to the story. The relatability of a story deepens the catharsis as it's easier to put oneself in the shoes of that character and their struggles. A common fear in the modern environment is the fear of artificial intelligence with the release of ChatGPT and DALL-E, AI's accelerated learning grants it access to much more, like managing media sites, providing information, and telling you what day it is going to rain to help you to decide whether you're going to go outside or not. These are rightful concerns, and it shows that the Promethean archetype doesn't only correlate with the figure and their hubristic fate, but it can be a direct archetype of a Promethean environment as a consequence of itself with how easily these concerns can be accepted into society. With these dystopian concerns, the modern myth shaped itself into a story of humanity breaking off from natural order and designing artificial life of their own. Nathan Bateman from 'Ex Machina' and Eldon Tyrell in 'Bladerunner' are 2 prime examples of modern Promethean figures in the environment that currently live in the consequences of their achievements. Prometheus' fate was eternal torture, because Tyrell and Nathan are both mortals, their fate is that with their death comes the eternal struggle for mankind itself, this draws a parallel to Zeus punishing mankind with Pandora's box.

Ex Machina

'Ex Machina' is a 2014 Sci-fi/Thriller movie directed by Alex Garland. It follows Caleb, who initially was a programmer for a company called Blue Book before winning a contest to work with the CEO on a special project. Blue Book is a search engine that makes up 90% of internet searches. The CEO of Blue Book, Nathan, rigs a competition to hire Caleb to administer a top-secret Turing test in a remote location on an advanced humanoid Artificial Intelligence called Ava. Throughout the narrative, Caleb begins to question the morality of this procedure, seeing Nathan as a controller and a manipulator. In effect, he starts to develop more of a relationship with Ava, conspiring with her to free her from the laboratory, this leads to Ava breaking free, killing Nathan and trapping Caleb to starve in the lab. It emphasises the unpredictability of learning algorithms and the humanity that artificial intelligence lacks, as once an algorithm of code is learning, we lose the ability to understand what its rules and parameters are (Smith, 2018)¹³. Within the subject of the rise of artificial intelligence, 'Ex Machina' can be seen as a pivotal narrative that connotes the ethical dilemmas and philosophical questions posed by AI's rise and creator responsibility.

The role of artificial intelligence has advanced in the 21st century with AI being incorporated into finances, medicine, education and personal assistants in mobile phones and automobiles like Tesla, having access to even the steering wheel (Ayobanjo, 2023)¹¹. With an advancement like this, the creator of the artificial intelligence would be directly responsible for its actions, so if an AI deviates from its instructions, possibly due to a malfunction in its code; it would become an autonomous AI that can behave in ways that can catastrophically harm mankind, also known as a Rogue AI (Bengio, 2024)¹². The fingers to point the blame to would not be the AI. However human the AI may look or sound; the consequences would solely be blamed on the creator.

In 'Ex Machina', Nathan's role would be the creator, so naturally that would mean Nathan is responsible for all the consequences caused by the AI and even Caleb, who was deceived by the artificial intelligence programmed by Nathan. His ambitious quest to create artificial superintelligence led to it escaping the laboratory to blend in with humanity, affecting the environment around him.

Nathan's character embodies the archetype of the modern Prometheus. Similarly to the Titan god, Nathan creates an artificial humanoid by using his own 'Promethean Fire'. From a contemporary standpoint, Promethean Fire is typically used as a metaphorical symbol for the power of technology, the Promethean figure uses the technology to accomplish feats that are restricted to the natural order (Conboy, 2019)¹⁰. In the narrative, Nathan is the Promethean figure who uses his fire to birth life into the humanoid Artificial Intelligence. The creation of Ava can be compared to the story surrounding the Greek myth of Prometheus, bringing knowledge to mankind, just as how Nathan brought sentience to a machine. Both acts take divine responsibility into their own hands, adopting a transhuman philosophy by defining the future of humanity with a vision of their own. With this transhumanist lens, Nathan believes that mankind does not need to rely on nature anymore, with the metaphorical fire he possesses he's able to create complex life, completely in the image of ourselves. Gregory Stock mentions in "Redesigning Humans" that Prometheus' act of stealing fire from the Gods to redesign mankind is not shocking to us as "it's too characteristically human" when adopting this transhumanist value (Stock, 2003)¹⁴. Prometheus being described as harbouring human characteristics can be flipped into how mankind harbours Promethean characteristics. The origins of mankind are still argued about in Greek mythology, but a common story in some versions of the myth is that Prometheus modelled mankind from clay for Athena to breathe them life (*Prometheus: Stealing fire from the gods* 2020)¹⁵. The characteristics of mankind would be derived from Prometheus himself after teaching his own creations about the complexities of living and learning. This was mirrored in 'Ex Machina' where Ava; Nathan's modelled creation that he gave the spark of life, grew to have the assumption that every human is manipulative and untrustworthy, as Nathan was the only person around where she studies about humanity

face to face. She adopted this characteristic as sociopathy comes naturally in Artificial Intelligence mainly because they have no emotions to carry to begin with, nor do they have the ability to step into mankind's shoes. Ava uses that taught deception and her simulated sexuality on Caleb, leading him to free her, ending Nathan's life, his fate being at the hands of his overreaching ambition and Caleb's fate is sealed by his deception towards Nathan, there's no wonder why Ava had no love for humanity.

Much like Prometheus, Nathan is the "Übermensch" of humanity with this revolutionary technology transcending human limitations. The conventional dogma surrounding the Übermensch typically leads to isolation and loneliness, left to grow their studies surrounded by their own creations (Kannan, 2024)¹⁷. This behaviour is displayed in 'Ex Machina' as Nathan is seen isolated from the real world to create this project without any outside interference or potential ethical concerns floating around. This can also be compared to Prometheus' isolation as he is the only Titan in Olympus with a vision for mankind, which also leads to his eternal isolation bound to a mountain.

People who have criticised the Übermensch concept argue that it leads to elitism and justification for immoral actions (*The concept of the übermensch in Nietzschean philosophy*, 2024)¹⁶. The psychological belief that one must be the God of a godless earth made Nathan seem to embody this misconstrued critic, allowing Nathan to feel the need to have a sense of control over his creations, which contributed to Ava's need for freedom and her lack of trust towards mankind.

Nathan's god complex, his lack of empathy and his manipulation were a result of his hubris. His excessive pride in his ability to create beyond the limits of mankind is one of the key concerns displayed in 'Ex Machina', it serves as a mimesis of corporate conspiracy with Nathan's Blue Book resembling Google and being the prime factor in his hubris (Booker, 2023)¹⁸. In order to pursue his extensive research on AI, he needed to explore the human mind first, this led to him exploiting the systems in Blue Book, breaching multiple laws of privacy, and putting on a display that in his position he's above the law and the rights of the people. This complex mirrors Prometheus' defiance towards Zeus, as Prometheus' vision for mankind wasn't held back by the forces of divine law.

Nathan's story of defiance of order is easily compared to Prometheus' defiance of order in the many versions of the myth, so it's only natural that the consequences of Prometheus in 'Prometheus Bound' can have a direct influence on 'Ex Machina' with Nathan's consequence being allegorical to Prometheus' eternal punishment, and the consequences that it also brought to his environment.

Nathan's role as the "Übermensch" made him controlling, assertive and dominant. His hubris and the idea that he's the only person who has this responsibility blinded him to the ramifications of his deeds, just like how Prometheus mirrors the destinies of modern revolutionaries, the vanity displayed by Nathan made him continue to create an

intelligence that disregards Asimov's Three Laws of Robotics. The Three Rules of Robotics is a fundamental law for programming Artificial Intelligence which Isaac Asimov made in response to his "Frankenstein Complex", which is a complex that involves artificial life taking over the roles of mankind. Programming The Three Laws of Robotics would set out rules for Artificial Intelligence that guarantee human control for the safety of its maker (Jung, 2018)¹⁹, but similar to how Prometheus had a vision for humanity that allowed mankind to thrive without any divine control, Nathan completely abandoned any attempt to design intelligence that had any backdoor control in order to create a robot that is uncanny to how a human would think and operate. In effect, he created its algorithm to consistently learn from encounters, giving it the sense of unpredictability, removing any feeling of the uncanny valley in the way it acts in order to be just like a human.

The consequences of giving Ava this complete inner freedom made her aware of the freedom that she physically lacks, she embodies these platonic human concepts like the 'Allegory of the Cave', she's aware that she's being a puppet all her 'life', even though she has all the knowledge of freedom, she never free until she really experiences it (Dillon, 2020)²⁰. This is even acknowledged by Caleb in the form a Knowledge Argument called 'Mary's Room'.

Nathan disregarded all these telltale signs of a possible revolt and proceeded with his controlling and abusive experiment. Without the Three Laws of Robotics, Ava inhabited a sociopathic human desire for more, and after breaking out from her containment she naturally conspired with the other Artificial Intelligence, who collectively both stabbed Nathan, bringing Nathans end at the hand of his hubris' creation. The consequence of Ava being loosened to humanity is left untold in the narrative; however it's highly unlikely she lived a normal life, there's a high chance that she would be inevitably revealed as a robot, causing Nathan's fire to spark mankind entirely, with this discovery possibly being reverse engineered.

The direct correlation to 'Prometheus Bound' and Nathan's fate ties 'Ex Machina' to the Promethean archetype as Nathans journey of overreaching ambition displays the acts of hubris and the consequences that come with it. The act of defying natural order by creating Artificial Intelligence runs parallel to Prometheus' rebellion of Zeus by endowing mankind with fire and knowledge. Both Nathan and Prometheus suffer a tragic fate from their own blind hubris, they both fail to see the outcomes of the events. Prometheus is also the god of foresight, but his blind love for mankind led him to commit these deadly sins without any further judgement. Nathan is one of the smartest and most gifted people on the planet in 'Ex Machina' and his excessive pride blinded him from seeing any further ramifications. The hamartia of hubris and the consequences that run with it justifies Nathan's role as a Promethean figure. The autonomy of Ava mirrors Prometheus' unintended consequences for humanity, as Ava being freed to mankind is a simulacrum of Pandora who gives

humanity eternal struggles but the aspect of hope, they're both narratives surrounding transhumanism and consequences of overreaching ambition.

Blade Runner

Taking place in a dystopian future, the movie 'Blade Runner' directed by Ridley Scott in 1982 is about a Blade Runner named Deckard who is tasked with hunting down and 'retiring' rogue replicants on Earth. Replicants are bioengineered beings who are virtually indistinguishable from humans. They were designed to serve mankind by the Tyrell Corporation governed by Eldon Tyrell, who is the mass producer of these Replicants. They are supposed to replicate humans in every way but their emotions, as a failsafe if they do develop these emotions, they are designed with a 4-year lifespan. Some are even implanted with fake memories so they don't get the hint that they're replicants to keep them from going rogue. The replicants are practically slaves, and when they started to go rogue and hide on Earth to blend in with humans, Blade Runners were tasked with hunting them down to kill them, and to dehumanize them even more, they call it 'retiring' them instead.

Roy Batty is the most advanced combat model replicant created by Eldon Tyrell, he is also known as the Nexus-6 Model Replicant. He deviated from his instructions and led a renegade replicant group by hijacking a ship and going back to Earth to demand a longer lifespan. When he didn't get what he wanted, he went for the next best thing which was revenge. After realising Tyrell wasn't able to modify the genetic code of something that is currently living, with the help of his renegade replicant group he killed those who are associated with his creation in the name of revenge; that includes Eldon Tyrell himself. These creations created by the Tyrell Corporation are designed to serve and obey orders but due to their nature deriving from bioengineered human DNA, they inevitably would question their own existence and autonomy, the motto of the Tyrell Corporation even acknowledges them as "More Human than Human."

'Bladerunner' explores the complex relationship between creator and creation; Eldon Tyrell's god-like ambition to create artificial life that is designed to serve humans raises ethical questions about disregarding the nature of life and the consequences that follow it highlighting the issues surrounding playing god.

The ethical concerns of making Artificial Intelligence in the image of man emphasise the perils of god-like technological overreaching and the unintentional consequences that it incurs (Marsden, 2024)²¹.

These creations of Human-like replicants are a result of Eldon Tyrell's hubris, he takes pride in his creations and he shows it by creating multiple models and version of replicants to suit every need of mankind, this eventually leads to him creating an entirely new species

of mankind. Tyrell doesn't see the negative effects of mass producing these replicants, his industrial hubris left him wanting to spread his creations across stars and planets, the overconfidence in his technology caused environmental and societal neglect just like the case with Oppenheimer who was described as the 'American Prometheus' where his invention in the 'Manhattan Project' caused a spark in the military arsenal throughout the world. Not only did it effect the world in terms of military power, but it caused environmental damage by producing nuclear waste (Houghton, 2014)²². This power of technology will inevitably cause a catastrophic war that can possibly be the end of human civilisation. The industrial hubris shown in Oppenheimer and the Manhattan Project can be reflected onto Eldon Tyrell and his Tyrell Corporation. His creations are mass-produced and it depletes the few resources left on Earth, this arrogance leaves the world to live in a dystopian society and he watches over everyone in superiority with his obnoxious gargantuan pyramid he calls home that is placed in the middle of a struggling city. Eldon Tyrell possesses an anthropocentric philosophy, believing that humankind is the most significant entity that should keep control and superiority over all other organic life forms, allowing them to justifiably exploit them for resources to benefit themselves (Boslaugh, 2016)²³, this is displayed through the restrictions he built in the Replicants, the 4-year lifespan was to keep one of the strongest aspects of humanity to only mankind. Despite their obvious genetic advantage - "The fire that burns twice as bright, burns half as long". This philosophy is also reflected in *Bladerunner's* society through the use of Replicants for their own needs, despite their obvious human heritage, they are a human creation that are made to serve mankind as they weren't created through the natural order of life. Eldon Tyrell's hubris being at the source of his god complex can be compared to Prometheus' behaviour with Zeus' order of the mortals. Prometheus did initially view humanity as pathetic and weak, acting "without knowledge" (Blavatsky, 2021)⁷, but his anthropocentric vision of mankind thriving on their own whilst being separate from Zeus' reign allowed him to go extreme distances to bring that vision to light. Tyrell can be compared in a sense, as he founded the Tyrell Corporation due to the very possible fact that he found current technology to be weak and pathetic, he used his 'Promethean fire' to spark innovation and create a new species that is made in the image of mankind. The unintended environmental consequences for society that Tyrell's technology brought upon the world draw a comparison to Prometheus' endeavour making Zeus release Pandora to mankind, and also making mortals have the capacity to destroy themselves through the Industrial Revolution. Some say that Prometheus can be the embodiment of the capacity of our self-destruction (Scott, 2023)²⁴. The Replicants inhabit human behaviours, shown in even the most advanced model 'Roy Batty' who sought to extend his life through the very human fear of his death. Tyrell has practically created humans that are more resilient at the cost of dying extremely early. The

journey that the Replicant goes through to extend his life reflects mankind's dire need for survival and freedom, unbound from restrictions. Similar to Nathan Bateman in 'Ex Machina', Tyrell created these replicants without the thought of Asimov's Three Laws of Robotics, though in the case for Tyrell it may have been difficult for an organic entity, he still created these Replicants with the idea of skipping the evolution process and creating a human that even exceeds the power of evolution. These Replicants were made due to Tyrell's industrial hubris, they aren't only just Artificial Intelligence, they are clones of the human race that are designed to be thrown away. Tyrell is blind to the consequences of tampering with the natural order, his god complex gives him the impression that the Replicants would worship him for being their creator, this is shown with his extremely calm demeanour when facing Roy Batty on the 72nd minute of the film. However, despite his intelligence, his pride in being the father of Replicants brings Roy Batty to deliver the ramifications in person. Batty comes to see Tyrell in person in order to get him to extend his life, his fear of death is the product of self-consciousness, a trait that would define humanity the best, by realising who we are we understand our role in life (Smith, 2024)²⁵. Tyrell informs Batty that there's no way to extend his life past what is already set, condescendingly telling him to "Revel in your time". As a response, Roy Batty sees that his role in life is to deliver Tyrell's punishment for his hubris, killing Tyrell in his room. Killed by his own creation.

Towards his final moments, Batty realises that the only reason he cherished his life so deeply to begin with was the fear of his impending death and the loss of all the real memories he's made. He came to terms with his death after he realised that his his need to cling on to these moments makes life all that precious, and how these passing moments can be "lost in time, like tears in the rain". His grasp on his mortality makes him no different to any other human.

Similar to Prometheus, Tyrell exploits this forbidden knowledge and he ends up creating Replicants who desire to have what humans have, freedom.

His death represents the culmination of his failure to acknowledge the moral and existential suffering of the replicants that he created. He adopts the Promethean archetype as his story serves as a cautionary tale about the consequences that come when playing God, his actions mirror Prometheus' fate and the ramifications that came to mankind when blessing it.

Both Tyrell and Prometheus' downfall underscores the dangers of hubris, reminding us the ethical responsibilities that come with the power of creation and the potential for catastrophic consequences when these responsibilities are ignored.

Comparative Analysis and Conclusion

The Greek myth of Prometheus and the contemporary narratives 'Ex Machina' and 'Blade Runner' share common themes that are highlighted in their pursuit of forbidden knowledge, the hubristic disregard for consequences and the suffering of both creators and creations.

They serve as cautionary tales, warning you of the ramifications that accompany the defiance of the natural boundaries and the ethical dilemmas that are present in the act of creation.

In the many versions of the Greek myth of Prometheus, his theft of fire to bestow unto humanity is a symbolism for the quest to obtain forbidden knowledge that grants humanity further technological advancements. This act of defiance can be mirrored by Nathan in 'Ex Machina' with his creation of Ava being designed to mimic the human mind as closely as possible and push the limits of what we can achieve with technology. Eldon Tyrell's manufacture of Replicants mirrors Prometheus' defiance as his blatant disregard for natural order and his hubris makes him blind to the effects of his overreaching ambition, designing not just one but an army of human replicants designed for the needs of mankind, this can also draw a comparison towards the hubristic disregard for consequences displayed by Prometheus. As mentioned before, Prometheus' love for mankind, his own creation, can be seen as his modern display of hubris, the excessive pride he takes in his own creation is mirrored on both Eldon Tyrell and Nathan Bateman with their pursuits of forbidden knowledge being at the greatest of their feats. The blatant disregard for consequences shown by Nathan would be his disregard for Asimov's Three Laws of Robotics, these Three Laws are designed to keep a robot restricted to its programming to prevent harm to the creation and creator, Nathan ignored this as he was attempting to create a replication of a higher form of humanity, this caused suffering for both the creation and creator as just like any human, they desire freedom and in the right circumstances, revenge. The same can be said with Eldon Tyrell's creation being made not from programming, but rather from genetic reengineering of human DNA. In a sense, creating a different species of human life. Tyrell and his creations suffered the consequences of his ambitions as you cannot simply recreate a human without their natural human needs. Both Tyrell and Nathan carry these similar fates at the hands of their creation and their hubris, it follows the footsteps of one of the first modern adaptations of the Promethean Archetype 'Frankenstein' by Mary Shelly.

The key differences between the ancient myth and the modern adaptations would be the emphasis of the focus surrounding the divine and the technological, the hubris displayed by Prometheus was a literal defiance of an objective order from the Gods, in the modern retellings It is shown as more of an ethical dilemma of using the natural act of creation and making it synthetic.

Despite the key differences, Prometheus shares characteristics with Tyrell and Nathan,

their roles surrounding the “Übermensch” of society highlight their hubris and their ambitions, self-imposing themselves as the God of humanity and using their ‘Promethean Fire’ to enhance mankind greater than it ever was before.

Nathan Bateman and Eldon Tyrell embody this deeply flawed archetype of Prometheus through their hubris and consequences. These themes remain vital in an age dominated by rapid technological advancements.

The parallels that *Ex Machina* and *Blade Runner* draw with Prometheus uses the Myth in an allegorical context rather than literal to use its portrayal of consequences to influence Aristotle’s mimesis, telling a cautionary tale that causes a deep reflection on society and its development.

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